

UFO

ENEMY UNKNOWN

TECHNICAL SUPPLEMENT **FOR THE AMIGA CD32**

GETTING STARTED

CONTENTS

Your *UFO Enemy Unknown* package contains a Manual, this Technical Supplement and a CD.

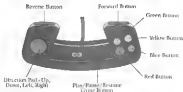
LOADING

Insert the *UFO Enemy Unknown* CD into your Amiga CD32 console as shown in the Commodore instruction booklet. After a few seconds, the opening sequence will run before the main game begins.

Press the Main Selector Button (Red) to go to the Main Menu Geomape screen.

On the Main Menu Geomape Screen, use the Direction Pad to move the cursor over your choice, press the Red Button to select.

THE AMIGA CD32 CONTROLLER



CD 32 CONTROL DIFFERENCES

1. Please ignore any references in the manual about the use of a Mouse or Left or Right Mouse Buttons.

These controls have been replaced by the following:

Mouse Pointer = Direction Pad

LMB = Red Button

RMB = Blue Button

2. Backspace or Name Typing functions will not be required in the CD 32 version of *UFO Enemy Unknown*.
3. Copy Protection

There is no copy protection on the Amiga CD32 version of *UFO Enemy Unknown*.

4. Entering Your Base Name

The Base Name will be generated for the player (i.e. Base 1)

5. Saving Games

Players can only save their game from the Geoscape section of the game

6. Loading A Saved Game

This can only be done from the Main Menu or from the Options button in the Geoscape. Since *UFO Enemy Unknown* reads most of the Save Area on the CD 32, make sure all other non-UFO saves are unlocked. Please consult your CD 32 Manual for instructions on how to do this.

7. Tactical Game Controls

Pressing the Yellow button will move to the next unit.

Pressing the FWD / REW buttons will change the display level.

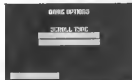
The Pause/Play button will bring up the Options Screen

8. The Arming Screen

Pressing the FWD / REW buttons will move through the Crew Selection

UPDATES AND ENHANCEMENTS FOR THE AMIGA CD 32 VERSION OF UFO ENEMY UNKNOWN

1. THE BATTLESCAPE OPTIONS SCREEN



The Battlescape Options screen (section 3.2.3.11 of the Player's Handbook) consists of the following:-

Scroll Type

Click on either of the buttons to change the Scroll Type between Trigger Scroll (press the Red Button when the cursor is at the edge of the screen) or Auto-Scroll (the view window moves automatically when the cursor is moved to the edge of the screen). Using the Green Button and Direction Pad will scroll the display.

Click on the OK button to return to the Battlescape.

2. THE BATTLESCAPE SOLDIER DATA SCREEN



The Soldier Data screen (section 3.2.8.16 of the Player's Handbook) contains the following information:-

Time Units - the soldier's remaining Time Units. These are required to carry out everything from walking to firing weapons.

Energy - the soldier's current Energy level. This will decrease as the soldier carries out energy-consuming actions such as walking through thick grass. The total energy available will be lowered if the soldier receives fatal wounds to the torso.

Health - the soldier's current Health. If the soldier has received Fatal Wounds, each wound decreases Health by one point per turn. If Health reaches zero, the soldier dies from the wounds incurred.

Fatal Wounds - the number of Fatal Wounds received by the soldier. The Med-Kit can be used to heal Fatal Wounds.

Bravery - the soldier's Bravery. This determines the likelihood of the soldier's Morale decreasing.

Morale - the soldier's Morale. A soldier will lose Morale if the battle starts to swing in the alien's favour. If the Morale falls below 50, the soldier could panic.

Reactions - the soldier's Reactions. This determines how effective the soldier is at opportunity fire - taking a shot during the alien's turn (see section 3.2.6 of the Player's Handbook for full details).

Firing Accuracy - the soldier's accuracy at firing weapons. This will increase as the soldier gains battle experience.

Throwing Accuracy - the soldier's accuracy at throwing objects. This will increase as the soldier becomes more experienced.

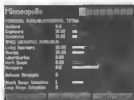
Strength - the soldier's Strength. This affects the distance which the soldier can throw objects.

Psionic Strength - the soldier's Psionic Strength. This is a measure of the soldier's natural ability to defend against an alien psionic attack.

Psionic Skill - the soldier's Psionic Skill. This is the soldier's ability to use the Psi Amp in mental combat.

Armour - the soldier's armour status, divided into sections for Front, Left, Right, Rear and Under. This will rise as the soldier is equipped with armour manufactured by your engineers.

3. THE BASE INFORMATION SCREEN



The Base Information screen (section 4.2.2 of the Player's Handbook) contains some extra features:

The Base Icons

In the top-right of the screen, there are 5 Base Icons which allow you to change the currently selected base. These function in exactly the same way as the Base Icons in the Bases screen.

Short-Range Detection

This is a display of the short-range detection ability of the base. Short range detection systems have a range of 300 nautical miles.

Long-Range Detection

This is a display of the long-range detection ability of the base. Long range detection systems have a range of 450 nautical miles.

Note: XCom radar systems, while very long ranged, rotate very slowly - once every 10 minutes. This means that your base will detect UFOs more effectively if more than one radar system is in place

The Stores Button

Click on the Stores button to view a list of the items currently in the stores.

The Maintenance Button

Click on the Maintenance button to view a list of your monthly expenses. These are made up of the following:-

Craft - XCom do not own Skyrangers or Interceptors, they are leased from their owners for a monthly fee.

Personnel - your personnel are paid monthly, according to standard world pay scales

Base Facilities - base facilities are re-equipped monthly. See the UFOpaedia for details of the maintenance cost of each base facility.

4. SOLDIERS



The **Soldiers** screen (section 4.2.10 of the Player's Handbook) contains some extra features -

Click on the **Soldiers** button in the **Bases** screen to access the **Soldier List**. This displays all the soldiers at the currently selected base, regardless of which craft they are assigned to.

Highlight and select a soldier. You will be taken to the **Soldier Data** screen.

The Soldier Data screen



The selected soldier's rank badge is in the top-left of this screen. The soldier's name is next to the rank badge.



Click on the **Armour** button to change the armour worn by the soldier. The **Select Armour** window will appear, listing the types of armour available and the number of each in storage.

Click on an armour button. The soldier will now be equipped with the selected armour - its name appears next to the **Armour** button.

Below the buttons is a display of the following:-

Rank - the soldier's XCom rank.

Missions - the number of missions which the soldier has taken part in.

Kills - the number of aliens the soldier has killed.

Craft - the craft which the soldier is currently assigned to.

Wound Recovery - the number of days before the soldier recovers to full health.

In the bottom two-thirds of the screen, there is a display of the soldier's physical statistics. These are identical to those in the **Battlescape Soldier Data** screen (see the **Battlescape Soldier Data Screen** section of this Technical Supplement for full details).

Click on the <</>> icon buttons to view data for the next/previous soldier at the base.

Click on the **OK** button in the bottom of the **Soldier List** screen to return to the **Base** screen.

Technical Assistance

If you have read through the Problems Section of this technical supplement and still experience difficulties with the game, you may need some help from us. As we receive many calls every day, we can deal with your enquiry more efficiently if you have the following information available:

1. The type of computer you are running the game on and details of any peripherals
2. The exact error message reported (if any)
3. The version # of the game

It is also handy to be near your CD32 when you call.

MicroProse customer services can be contacted by telephone or fax.

Ring us on 0454 329510, Monday to Friday between 2.00 pm and 5.00 pm. Have a pen and paper handy when you call.

Fax us on 0454 329507, Monday to Friday between 9.00 am and 5.00 pm.

Alternatively, you can write to Customer Services at the address shown in this document.

Software Fault

In the unlikely event of a software fault please return the complete package, with your receipt, to the place of purchase. MicroProse regret that goods cannot be replaced unless bought from the company directly.

The Amiga CD32 version of UFO Enemy Unknown

Programmers: Bob Koon, Scott Johnston

Additional Programming: Adrian Scotney, Tim Cunnell
Nick Thompson, Paul Dunning

MICROPROSE

MicroProse Ltd, The Ridge, Chipping Sodbury, Avon, BS17 6AX. Tel. 0454 328318

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